

## Background Information

### Purposeful Learning Activities for the Young (P.L.A.Y.)

1. **PLAY is WSPS signature** Teaching and Learning approach since 2014
2. PLAY is in alignment with MOE's vision of engaging learners through **joy of learning**
3. PLAY prepares West Springers to be **ready for the future global landscape** by equipping learners with 21C competencies



# PLAY at West Spring Primary



## 5 domains of PLAY

### Object PLAY

Any form of activity that provides students the opportunity to pick up, explore and manipulate objects such as plasticine and LEGO bricks

### Physical PLAY

Any form of activity in which a student gets his or her body involved. It can be in the form of running, swinging, throwing and jumping

### Dramatic PLAY

Any form of activity that provides students the opportunity to imagine and fit the reality of the world into their own interests and knowledge

### ICT PLAY

Any form of activity that provides students the opportunity to use, interact or engage with any forms of technology e.g. interactive SMART board, computer, smart tablets, etc.

### Cognitive PLAY

Any form of activity in which a student is involved in critical, reflective and inventive thinking

# 3Es of the PLAY Approach

Experience  
**Engaging the learner**

Empower  
**Power of Choice**

Extend  
**Learning Beyond**

- Authentic
  - Making connections
  - Bring about desired student outcomes
- Provide choices
  - Demonstrate their learning and ideas using different platforms
- Opportunities for sharing and learning with family
  - Platforms to engage parents in their children's learning and support their passion

## Experience Engaging the learner



Authentic

Making connections

Demonstrate their learning and ideas using different platforms



## Empower Power of Choice

## Extend Learning Beyond

- Get your child to reflect and share on their PLAY experiences in school.
- Participate in PLAY activities so that both you and your child can have fun learning together.

Some examples would be:

1. Math - Make a deck of multiplication cards and play SNAP together
2. Science - explore surroundings, take photos to illustrate Science concepts, grow a plant together and observe plant growth